£1.15 • No. 57 • 4th AUGUST 1995 • UK's OFFICIAL SEGA COMIC • EVERY FORTNIGHT

INSIDE -

METALLIX PIN-UP!

JUDGE DREDD REVIEW

sonic the comic

NEW SONIC STORY

HE'S BIG! HE'S BAD!

HE'S MEKANIK!

KNUCKLES!

SPARKSTER!

KID CHAMELEON!

WIN!

20 SKITTLES PACKS OF-

- WRISTWATCHES!
- SCRATCH 'N' SNIFF T-SHIRTS!
- SWEETS!

EP STC Archive

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Can it really be two weeks since we last made contact? Must be the heat(?) that's singeing my memory circuits. Talking of which, lie back and bask in the contents of this issue ...

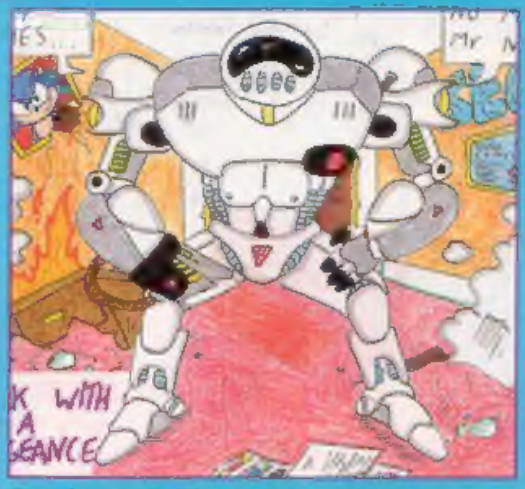
The Cybernik returns in the start of a h-u-g-e new **Sonic** story, **The Rampage of Mekanik**. There's more **Kid Chameleon** adventures, plus another pulse-racing episode of **Knuckles**, not forgetting that gallant of Rocket Knights, **Sparkster**. Courtesy of Mars Confectionery, there's a fruity **Skittles® Competition** for you to get your teeth into, oh, and clear your walls for a mean **Metallix Pin-Up** in the centre pages.

What's sleek, slick and Sega-sational (who said me?). Well, so is the new-look next issue. It costs an extra 5p, but it's packed with goodies, including a **Sonic Note Pad**, a **Mega Drive 32X Compo**, and a double page **Super Sonic Pin-up**. There's also a boost for techno Boomers who'll be able to send in letters and drawings on Electronic 'E' Mail! Better fill in your Reservation Coupon and order your copy. Gotta go, those lazy humes keep dripping ice cream over my circuits!

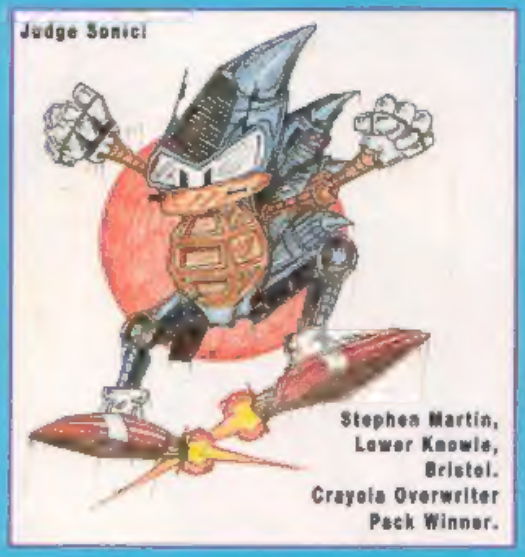
Megadroid

MEGA DREDD!

Drokk press, Boomers! Crime fighting lawman of the future and **2000AD** comic strip hero, **Judge Dredd**, comes alive on the cinema screens on **July 21st**. But hey, he isn't the only tough talking, baddie basher around ...



Gary Zammit, Southend, Essex. MD owner. Crayola Overwriter Pack Winner.



Stephen Martin, Lower Knowle, Bristol. Crayola Overwriter Pack Winner.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · re-entry · new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1. THEME PARK
2. BRIAN LARA CRICKET
3. RUGBY WORLD CUP 1995
4. WINTER OLYMPICS
5. FIFA SOCCER '95
6. ROAD RASH 3
7. TOEJAM AND EARL 2
8. PGA EUROPEAN TOUR GOLF
9. MICRO MACHINES 2
10. PETE SAMPRAS TENNIS

MEGA-CD

1. MICKEY MANIA
2. WORLD CUP USA '94
3. FIFA INTERNATIONAL SOCCER
4. REBEL ASSAULT
5. BADTAL: PAWS OF FURY
6. SNATCHER
7. SEGA CLASSICS
8. GROUND ZERO TEXAS
9. STAR WARS CHESS
10. ECCO THE DOLPHIN

MASTER SYSTEM

1. WINTER OLYMPICS
2. BRAM STOKER'S DRACULA
3. COOL SPOT
4. ROAD RASH
5. SONIC THE HEDGEHOG 2
6. DESERT SPEED TRAP
7. STAR WARS
8. SENSIBLE SOCCER
9. DESERT STRIKE
10. ROBOCOP V TERMINATOR

GAME GEAR

1. SONIC THE HEDGEHOG 2
2. WINTER OLYMPICS
3. JAMES POND 2 - ROBOCOD
4. PGA TOUR GOLF 2
5. ROAD RASH
6. SONIC CHAOS
7. DRAGON: THE BRUCE LEE STORY
8. F15 STRIKE EAGLE 2
9. BATMAN RETURNS
10. MORTAL KOMBAT 2

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Cover:** Carl Flint
- **Publisher:** Rob McMenamy

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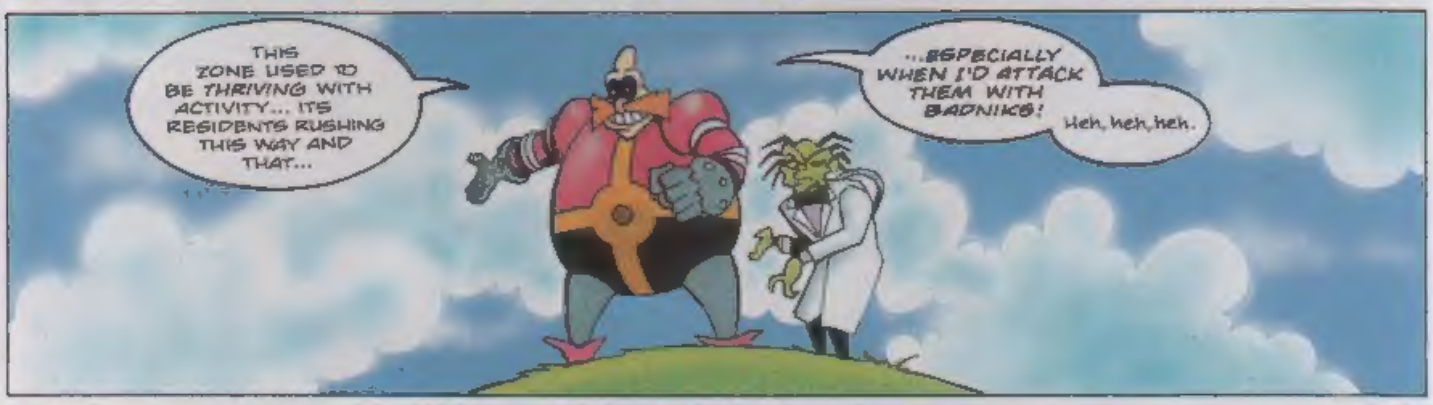
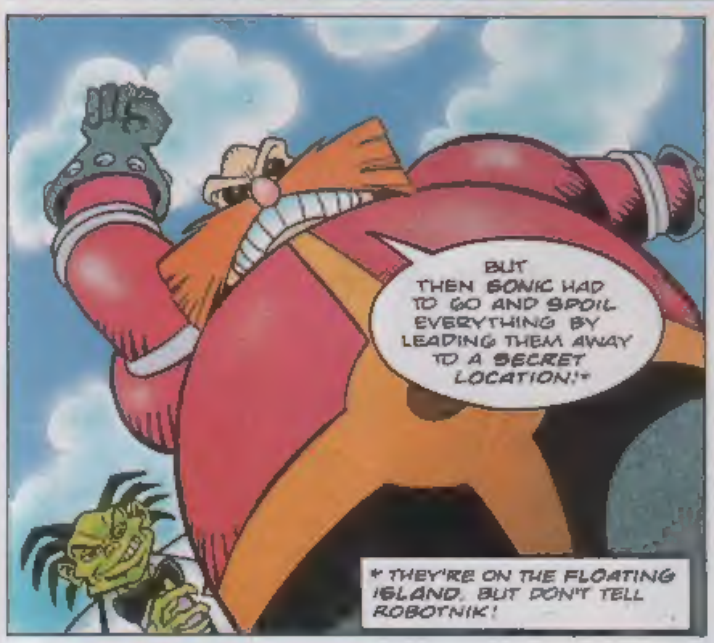
SONIC THE HEDGEHOG™ The Rampage of Mekanik PART 1

Script: LEW STRINGER
Art: NIGEL KITCHING / JOHN BURNS
Lettering: ELITTA FELL





THE STONE TOWER ZONE, WHERE RESIDENTS HAVE MADE THEIR HOMES IN THE UNUSUALLY HIGH ROCK FORMATIONS...

A PLACE LARGELY IGNORED BY ROBOTNIK (HE PREFERS TO POLLUTE GREENER ZONES).

BUT HE WILL IGNORE IT NO LONGER!

RRRUMMBLE!

WH-WHAT'S GOING ON?

THE GROUND... SHAKING!

THOOM!

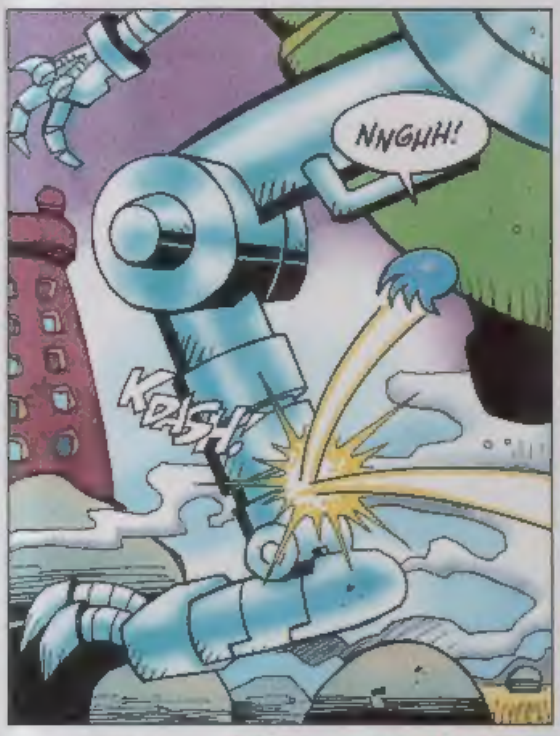
THOOM!

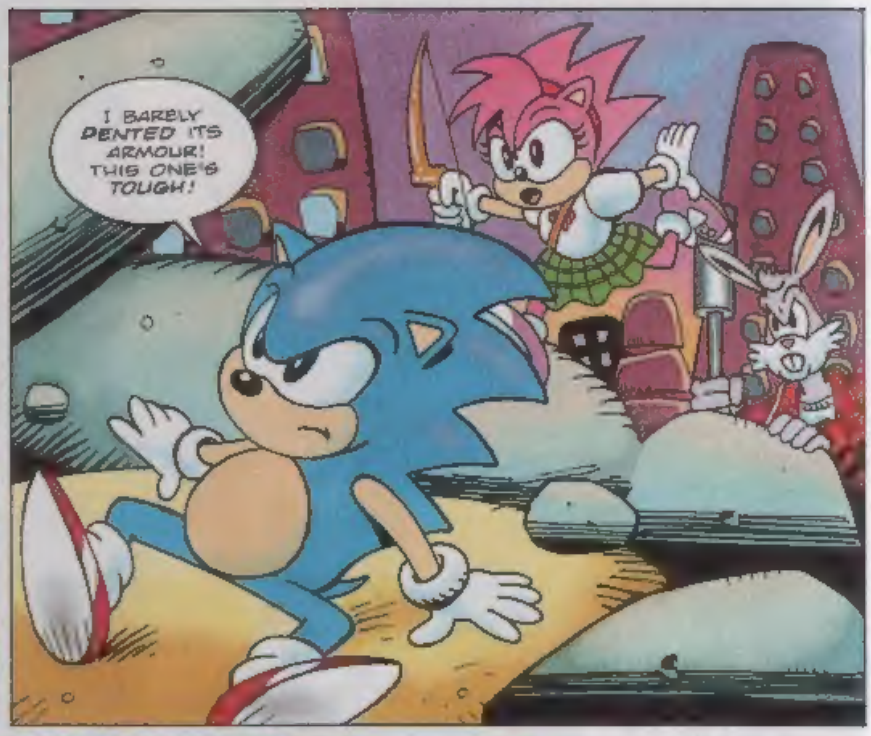
THOOM!

I-IS IT A 'QUAKE?

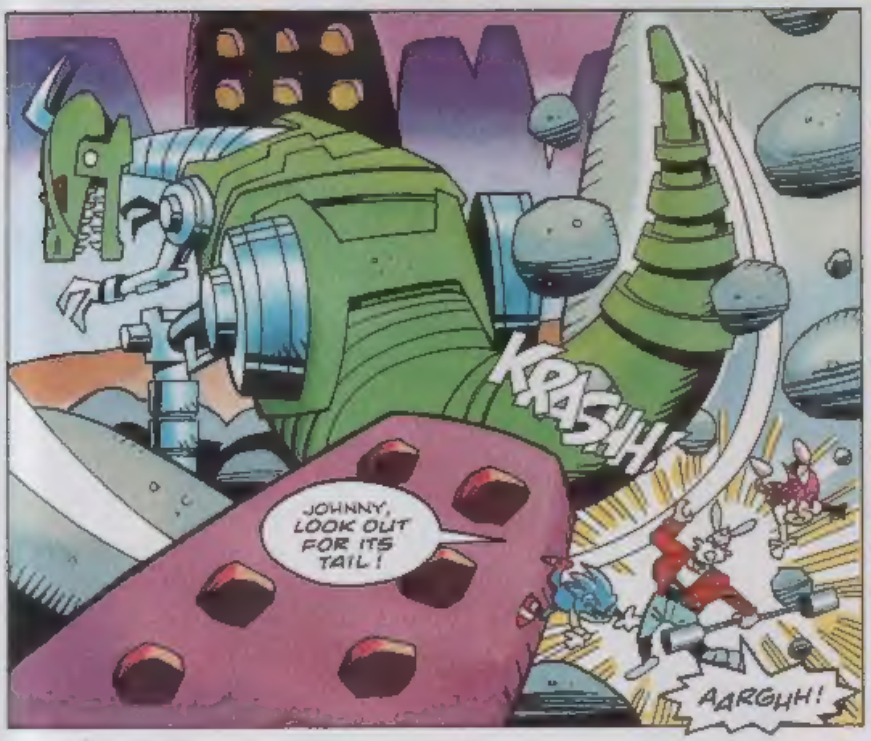
NO! LOOK!

THOOM!
BDASHH!
KRUMBLE!
GREETINGS. HAPPY RESIDENTS OF THE STONE TOWER ZONE! TODAY YOU HAVE THE HONOUR OF MEETING MY NEWEST CREATION...
MEKANIK!
THANKS A LOT!
BUT THE ZONE HAS SOME FAMILIAR VISITORS!
LOOKS LIKE THE RUMOUR WE HEARD ABOUT SOMETHING BIG GOING DOWN IS TRUE!
YEAH, THAT'S ONE BIG BADNIK ALL RIGHT...
...AND I'M JUST THE DUDE TO TAKE IT DOWN!

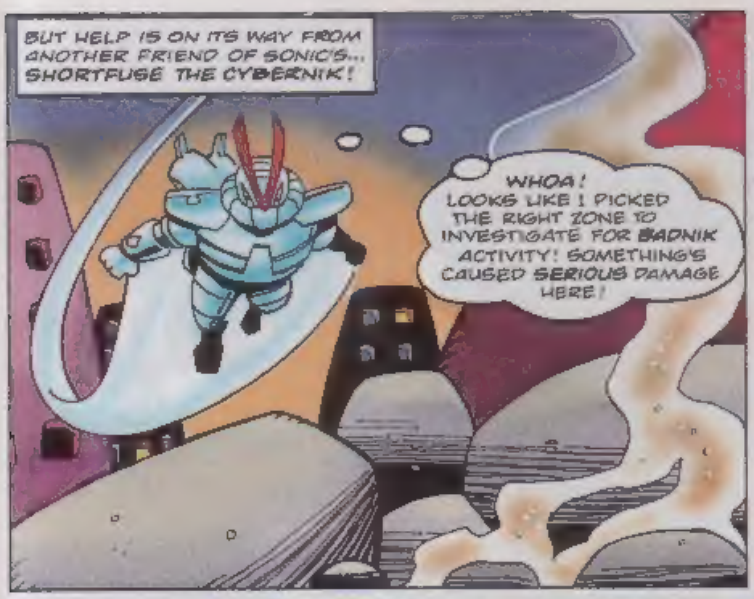

NNGHH!
KRASH!

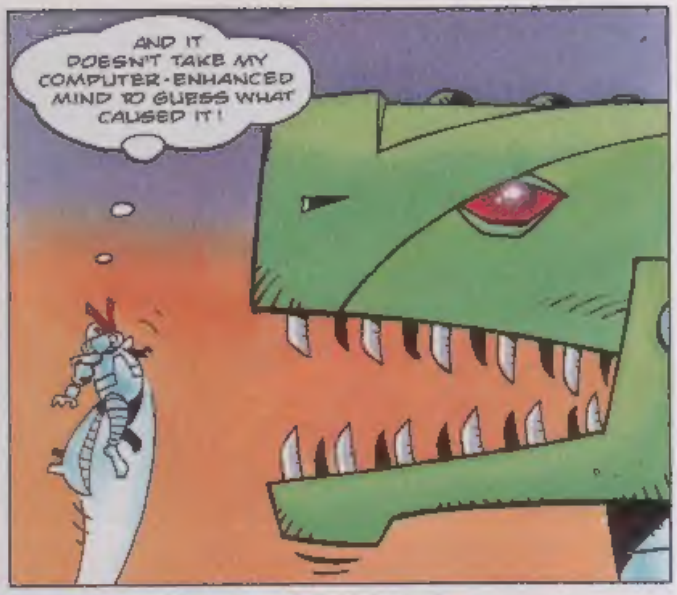

I BARELY DENTED ITS ARMOUR! THIS ONE'S TOUGH!

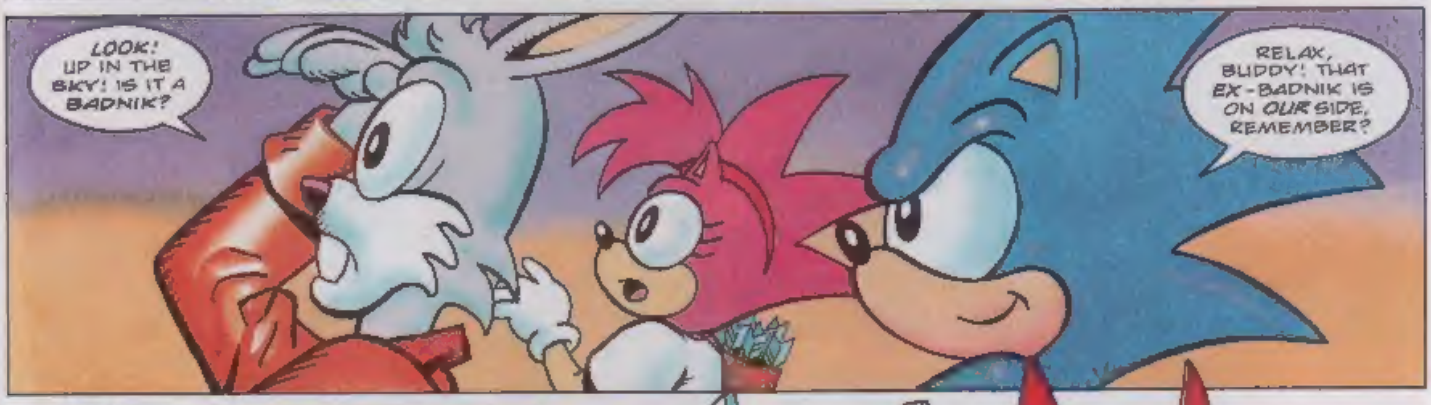
SONIC! ARE YOU HURT?
ONLY MY PRIDE, AMY!
GHEEGH! I CAN'T BELIEVE I SAID SOMETHING AS CORNY AS THAT!

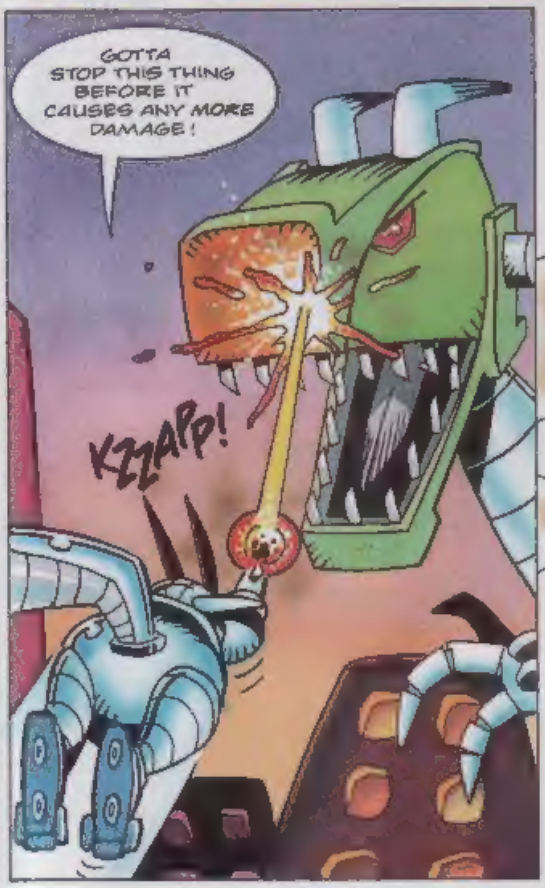

KRASH!
JOHNNY, LOOK OUT FOR ITS TAIL!
AARGHH!

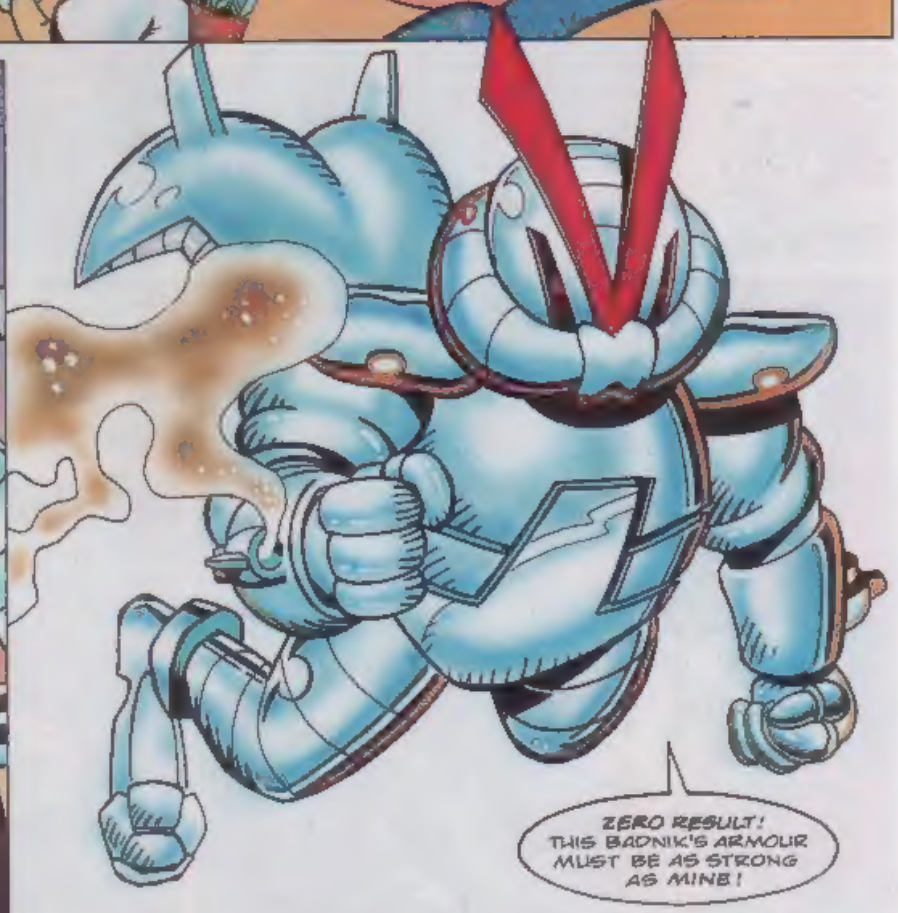
WHICH REMINDS ME, WHERE'S THAT PIXEL-BRAINED TAILS WHEN WE NEED HIM?*
* TAILS IS BUSY ON AN ADVENTURE OF HIS OWN IN THE SPECIAL ZONE!

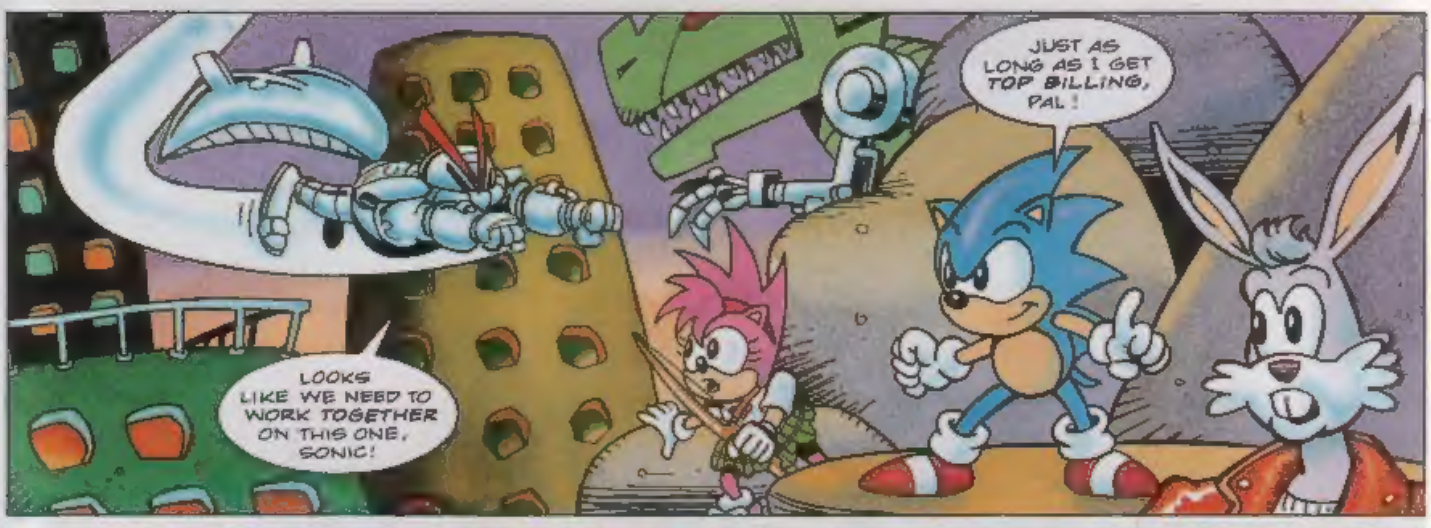

BUT HELP IS ON ITS WAY FROM ANOTHER FRIEND OF SONIC'S... SHORTFUSE THE CYBERNIK!
WHOA! LOOKS LIKE I PICKED THE RIGHT ZONE TO INVESTIGATE FOR BADNIK ACTIVITY! SOMETHING'S CAUSED SERIOUS DAMAGE HERE!

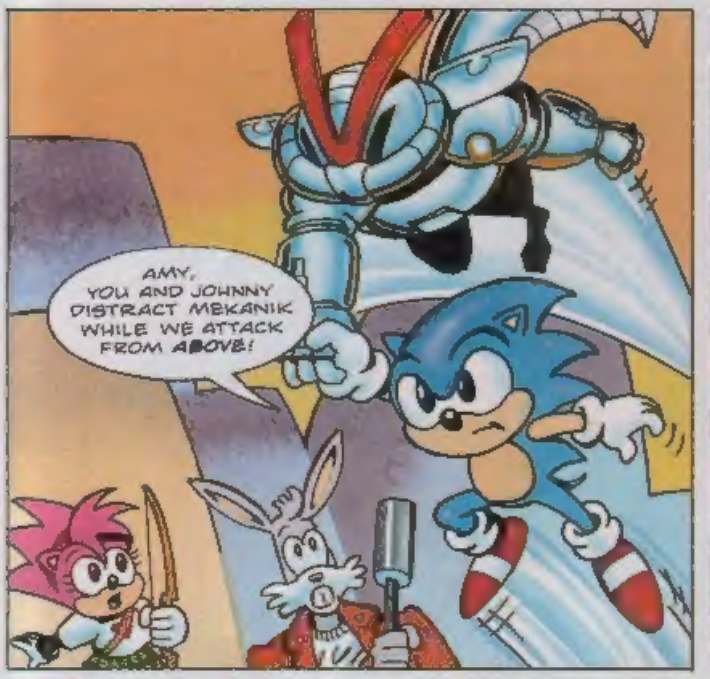

AND IT DOESN'T TAKE MY COMPUTER-ENHANCED MIND TO GUESS WHAT CAUSED IT!


LOOK! UP IN THE SKY! IS IT A BADNIK?
RELAX, BUDDY! THAT EX-BADNIK IS ON OUR SIDE, REMEMBER?

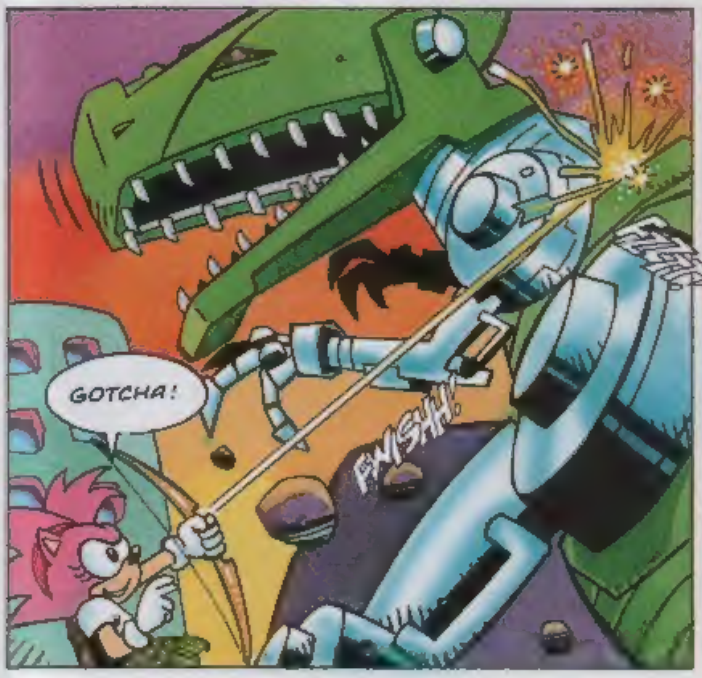

GOTTA STOP THIS THING BEFORE IT CAUSES ANY MORE DAMAGE!
KZZAPP!

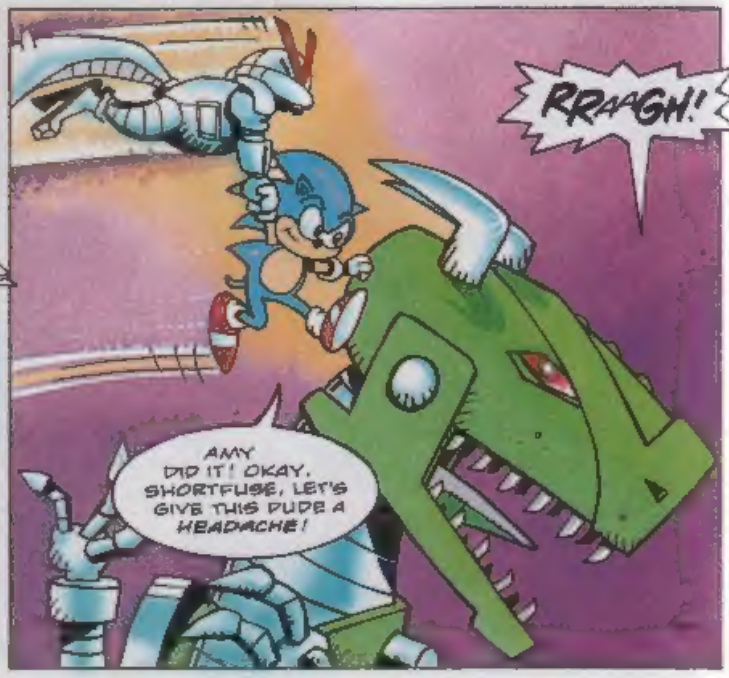

ZERO RESULT! THIS BADNIK'S ARMOUR MUST BE AS STRONG AS MINE!

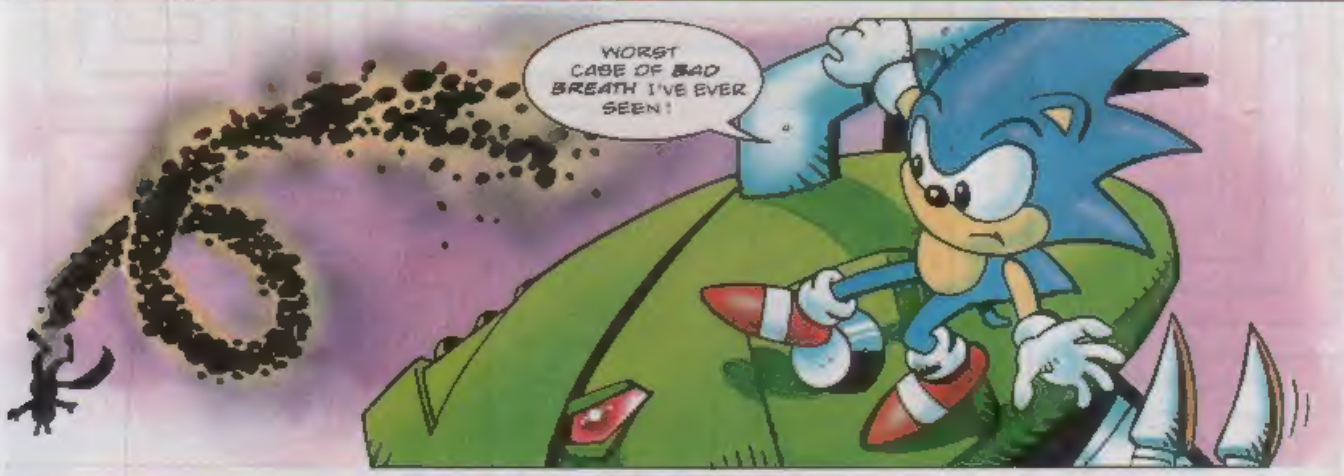

LOOKS LIKE WE NEED TO WORK TOGETHER ON THIS ONE, SONIC!
JUST AS LONG AS I GET TOP BILLING, PAL!

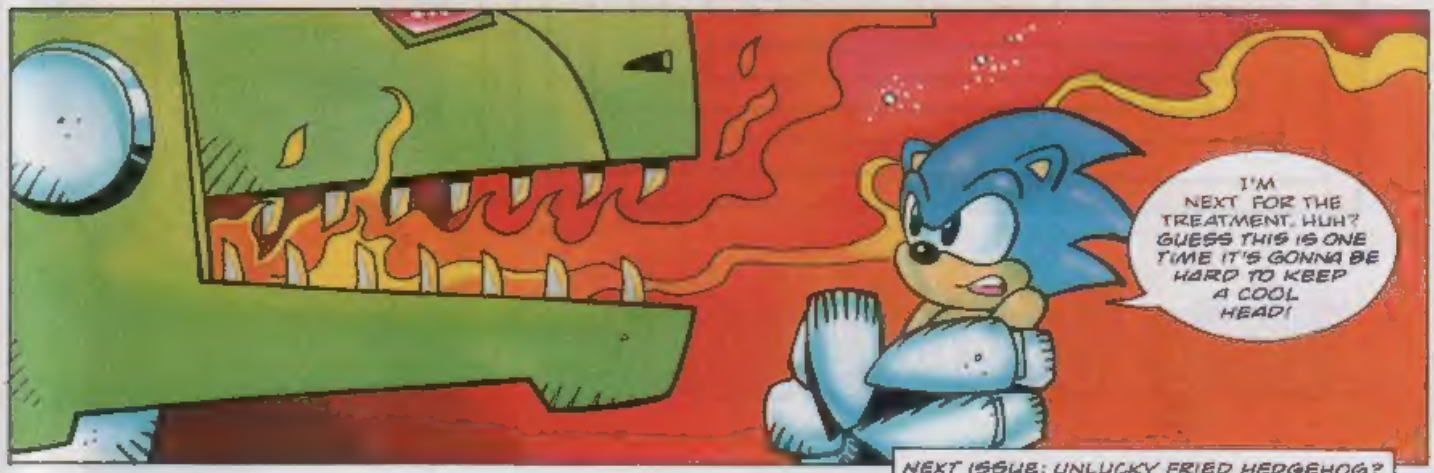

AMY, YOU AND JOHNNY DISTRACT MEKANIK WHILE WE ATTACK FROM ABOVE!

EASIER SAID THAN DONE! HOW DO WE DISTRACT SOMETHING THAT BIG?
MAYBE IF I CAN FIRE A BOLT IN A SPACE BETWEEN ITS ARMOUR...


GOTCHA!
FWISH!


RRAAGH!
AMY DID IT! OKAY, SHORTFUSE, LET'S GIVE THIS DUDE A HEADACHE!





NEXT ISSUE: UNLUCKY FRIED HEDGEHOG?

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewers:
Jenny Fromer & David Gibbon

JUDGE DREDD

game type: PLATFORM/ ADVENTURE
1 PLAYER

MD
Mega Drive

WARNING: THIS GAME IS NOT SUITABLE FOR YOUNGER READERS. CHECK RATING BEFORE YOU BUY.

RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

The year is 2139 AD, the population is living in soulless City Blocks and futuristic gang warfare is rampant. Order is now maintained by ruthless Judges, and you, Judge Dredd, find yourself being hunted down by the Law. Your mission is to restore justice to Mega-City One. To do this you must take on the menacing Dark Judges who seek to combat crime by destroying the living.

Based on the famous 2000AD comic character and the new movie, Judge Dredd is a large game that covers twelve levels, each with a primary and secondary objective for you to meet. As Judge Dredd you will be sent on regular missions by the Council Members. These missions include reaching computer terminals to gather information and shutting down the power system in the local penal colony to foil escaping prisoners. It is these assignments and the fact that you can disarm enemies rather than just blasting them (although this is always an option), that makes the game so involving.

Be warned though, **Judge Dredd** is a game that requires careful strategy. I discovered to my cost that by wasting missiles on the early levels I was ill-equipped defensively to defeat the later, more difficult, bosses. Any complaints are minor, although the level where Judge Dredd has to escape the Judge Hunters on a Lawmaster motorcycle seems a bit old hat.

That said, **Judge Dredd** is an involving game with good plot variation and large levels to roam in all directions. The degree of challenge is just right to keep you hooked and eagerly anticipating the next stage. Graphics are well drawn but somewhat familiar, while the eerie music creates a suitably chilling futuristic mood. As a movie tie-in **Judge Dredd** stands out well from the crowd. The fact that it also contains some of the best parts of the comic character can only be considered a bonus - JF

Special note: If you'd like to see more of Judge Dredd in brand new comic strip action, don't miss, *Judge Dredd, Lawman Of The Future*, on sale at all good newsagents!

FAST FAX

PUBLISHER: ACCLAIM
PRICE: [illegible]

GRAPHICS 82
SOUND 82
PLAYABILITY 86

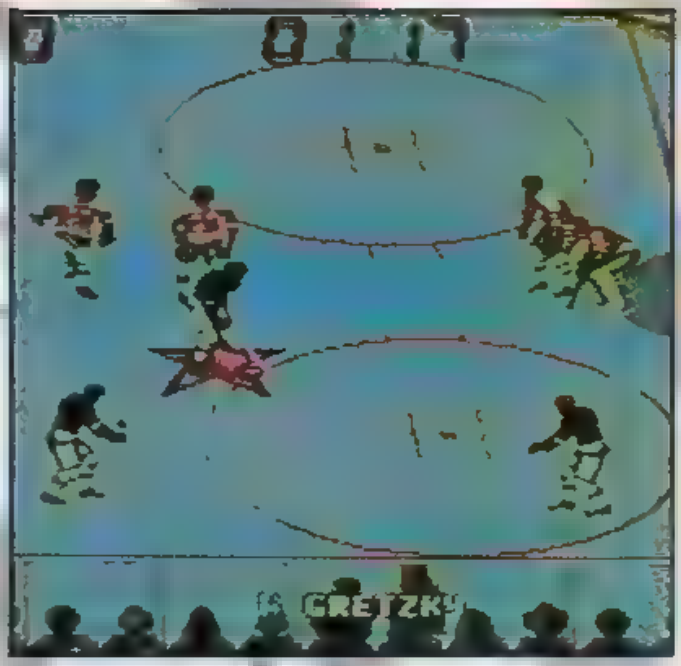
RAVES: Good plot variation.
GRAVES: Long way between passwords.

OVERALL 87%

WAYNE GRETSKY AND THE NHLPA ALL STARS

game type: SPORTS
1-4 PLAYERS

Mega Drive



We've w tnessed Electronic Arts dominate th s sport with their series of *NHL Ice Hockey* games, but on this occasion Time Warner have come up trumps by signing Wayne Gretzky, the number one U.S. scorer.

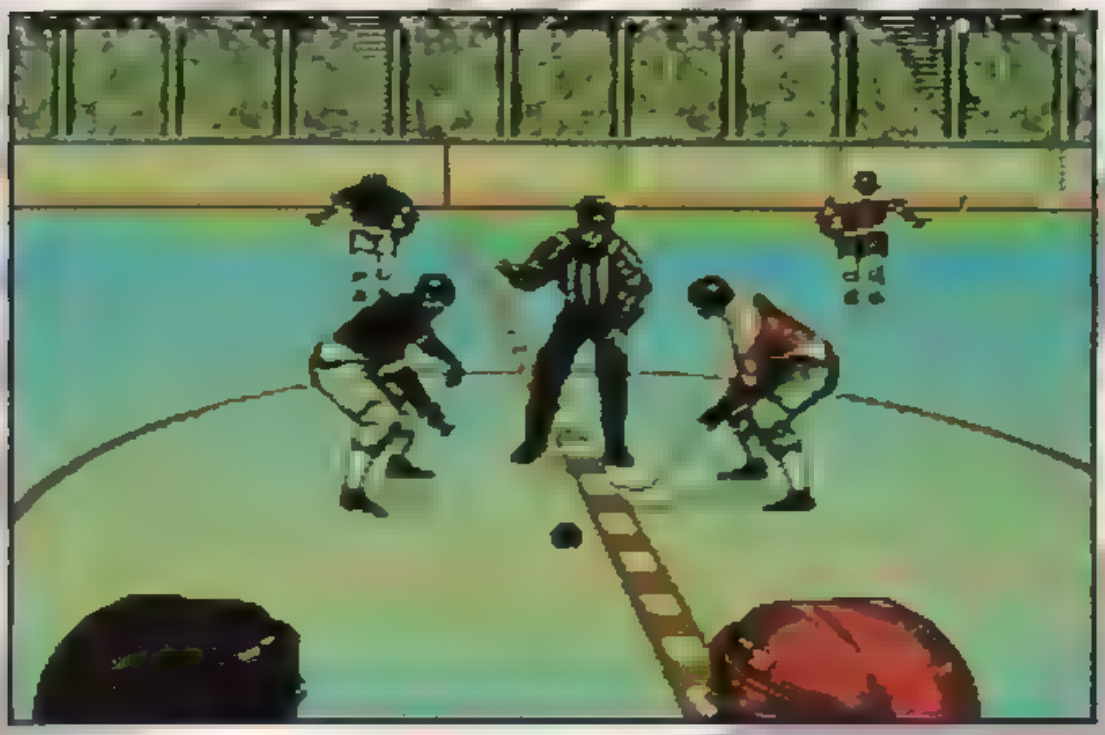
At the start of play you're offered options ranging from playing exhibition matches, a straight game, practices, tournament or full season.

Editing stats allows you to do everything from looking at each player's ratings to trading players with other teams. Changing the settings gives you several options which include selecting the match time to choosing one of four play modes. Four distinct play modes are included which vary the play from the rules to playing a 'street' version of ice hockey.

Over 600 actual NHLPA players are featured in the game, together with 26 North Amer can teams, and six international all-star teams. Once you've selected your team(s) you are ready to hit off!

There's a superior quality of graphics compared to other ice hockey games. Time Warner claim they are twenty per cent larger. There is plenty of animation with good attention to detail with incredible player movement.

Wayne Gretsky and the NHLPA All Stars is fast, competitive with slices of beat 'em-up act on thrown in for fun! The multi-player game provides the most excitement, but unfortunately this is only an option with the exhibition matches (perhaps Time Warner w ll update this feature in a future release?). That said, this a great guy. - DG



FAST FAX

PUBLISHER: TIME WARNER
PRICE: £64.99

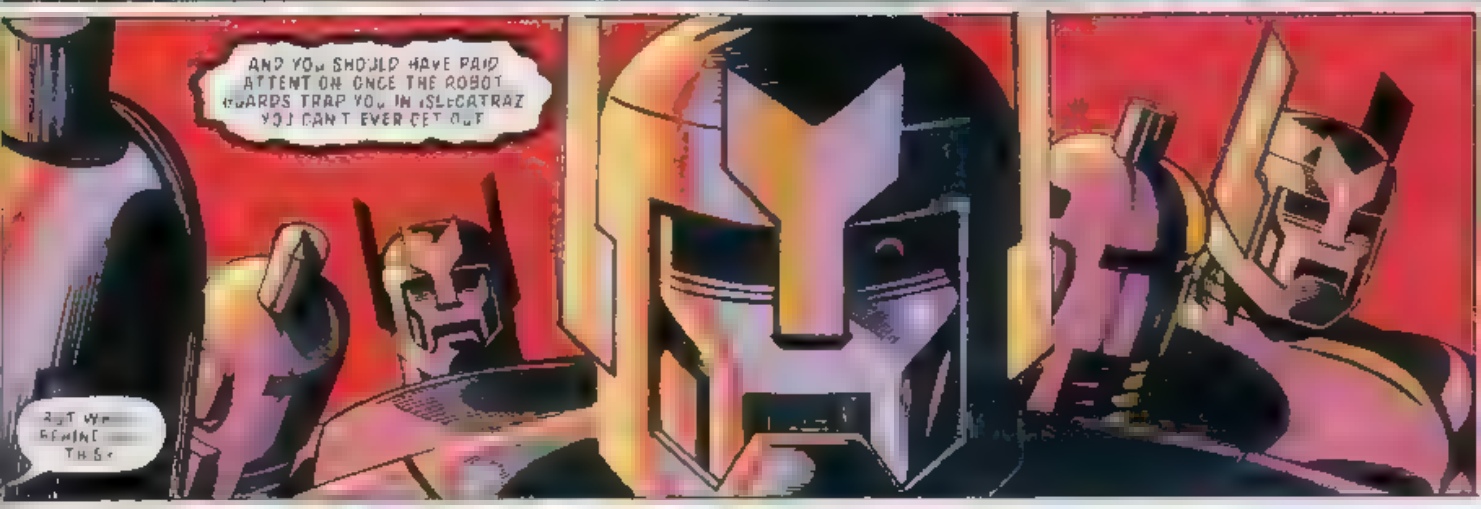
GRAPHICS

SOUND

PLAYABILITY

RAVES: Fast, Furious
GRAVES: Multi-player

OVERALL 90%



KID CHAMELEON

BACK TO UNREALITY!

PART 6

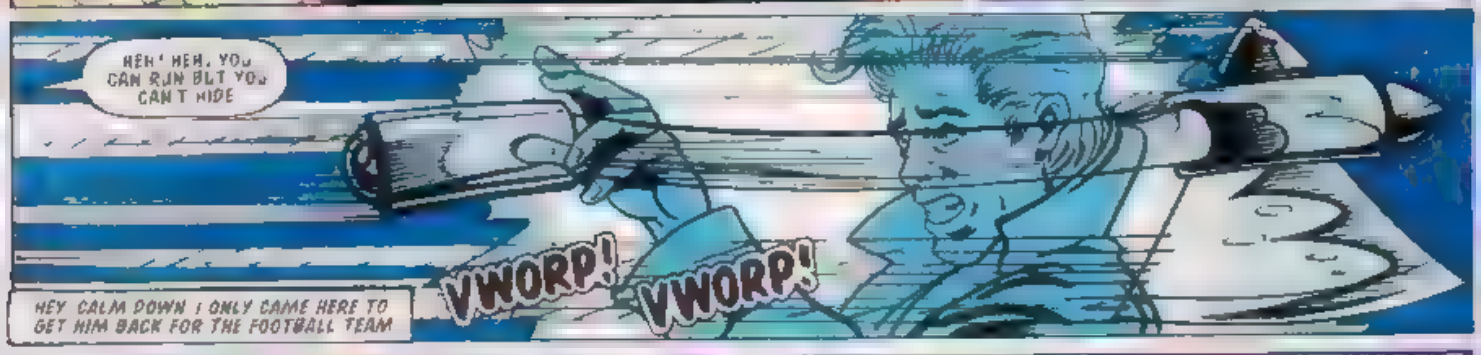
Scripts: MICHAEL CODE
Art: BRIAN WILLIAMSON/STEVE WHITE
Lettering: TOM FRAME

THOUGH RIGHT NOW RESCUING HIM S THE LAST THING ON MY MIND
WE'VE GOT TO GET OUT OF HERE
THEY'RE TOO STRONG
LIKE SAY THESE ARE ALL
BUT WITH ME THERES ONE
CHAMELEON!
SHHINKK!
WNKK!
MANIAXE
NOW STAY REAL STILL
THNK!
THNK!
THNK!
THIS S CREEPY WHEN CHANGE BODIES GET A SHOT OF NEW PERSON TY MANIAXE IS FILLED WITH DARK AND TWISTED THOUGHTS
WHAT DO WE DO NOW ER MANIAXE
DON T WANT TO IMAGINE WHAT HE MIGHT
WE VE STOPPED AT THE TELEPAD WHEN THEY OPEN THE DOORS YOU KIDS SCRAMBLE CAUSE A DIVERSION HEH HEH HEH

THNK!
THNK!
WHAT'S THE PROBLEM BACK THERE?
SHHAAKK!
I'M THE PROBLEM PRETTY BOY
WHA... ? WHO...?
ME? I'M THE MONSTER UNDER THE BED

SHHNNK!
I'M YOUR WORST NIGHTMARE!
KRANNG!
HE IS GETTING NASTY MANIAXE IS CRAZY HE'S LETTING HIS LOVE OF THE HUNT BLUR HIS JUDGEMENT

LET ME THROUGH TO THE TELEPAD! SCRAMBLE THE CO ORDINATES WHEN I'M GONE
AS MANIAXE I'M BECOMING AS BIG A BULLY AS BRAD


HEH! HEH. YOU CAN RUN BUT YOU CAN'T HIDE
HEY CALM DOWN I ONLY CAME HERE TO GET HIM BACK FOR THE FOOTBALL TEAM
VWORP!
VWORP!

CHUNNK!
JUST LET A LOOP MANIAXE THE ROBOTS CHANGED THE CO-ORDINATES

VWORP!
VWORP!
COMIN' STRAIGHT AFTER YOU PRETTY BOY
WE COULD END UP ANYWHERE TRAPPED UNDERWATER OR IN SOLID ROCK OR

IN MID-AIR!
HEY! WHAT THE ?
NOT AGAIN!
CHAMELEON!
THAT'S MORE LIKE IT. FEELS LIKE A GUST OF WIND BLOWING MANIAXE'S DARKNESS AWAY. I'VE BECOME.
MIGHTY MASTER OF WIND AND RAIN. THE STORM BRINGER KNOWN AS CYCLONE!
NOW MY MISSION IS CLEAR: TO BRING JUSTICE TO THE ONE KNOWN AS BRAD AND FREEDOM TO THE TRAPPED SOULS OF WILDSIDE.
NEXT ISSUE

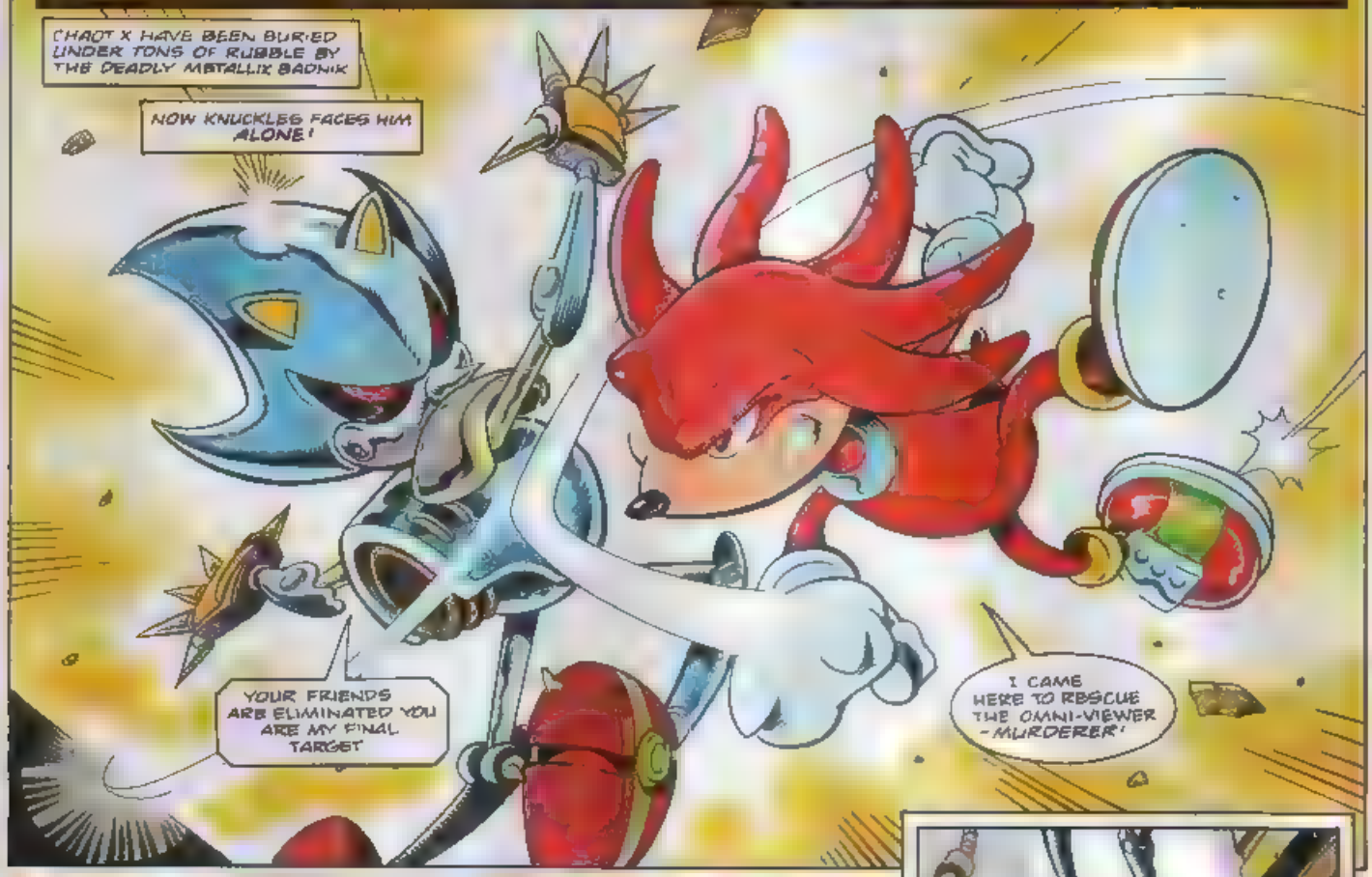
KNUCKLES™ TOTAL CHAOTIX

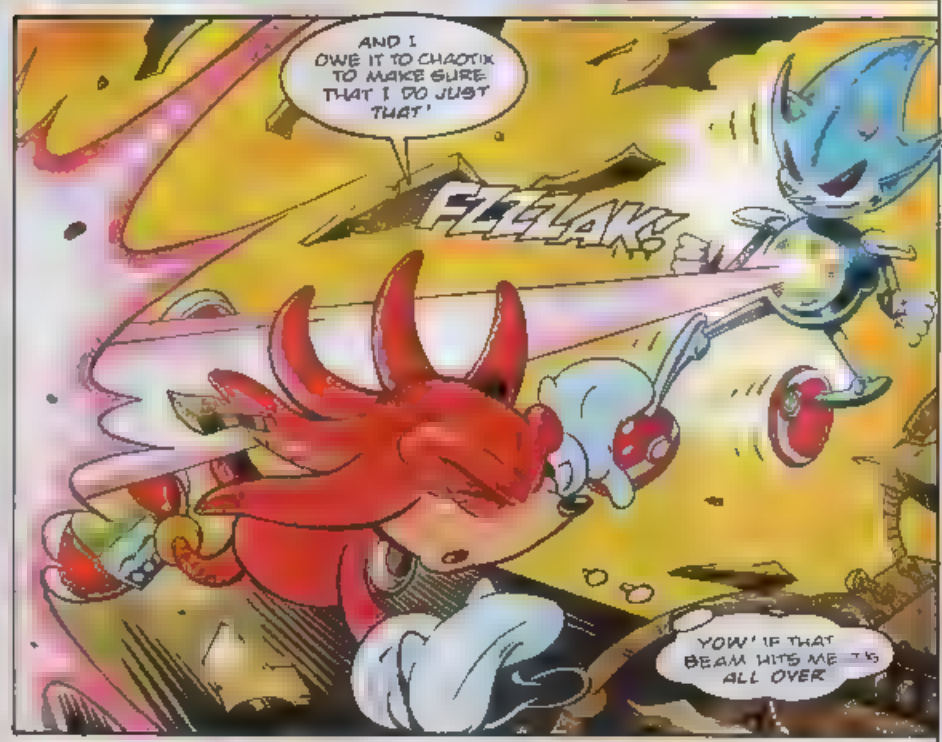
Part 2

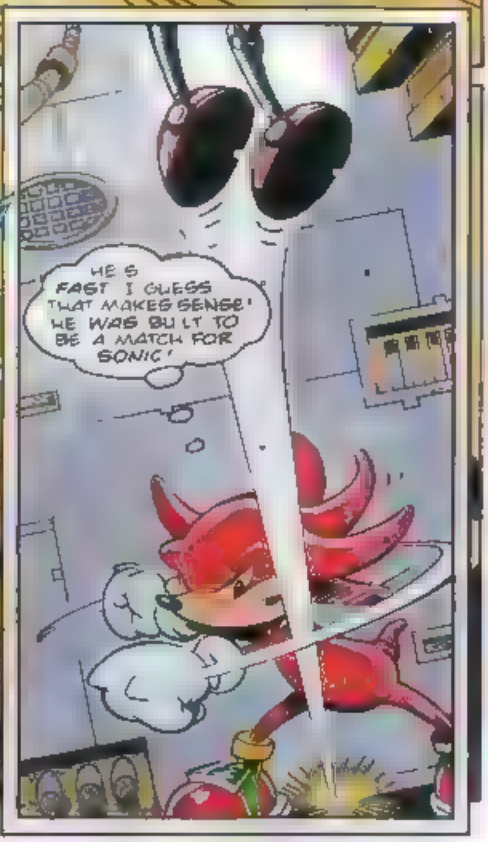
Script: NIGEL KITCHING

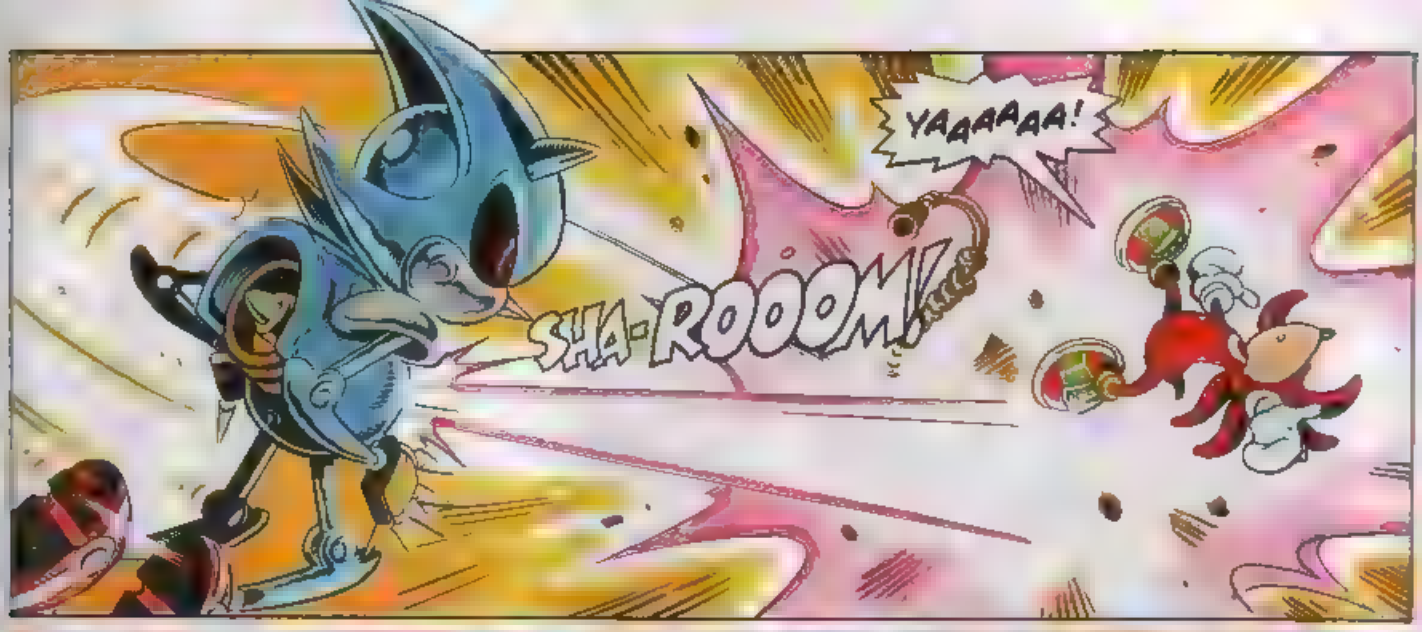
Art RICHARD ELSON

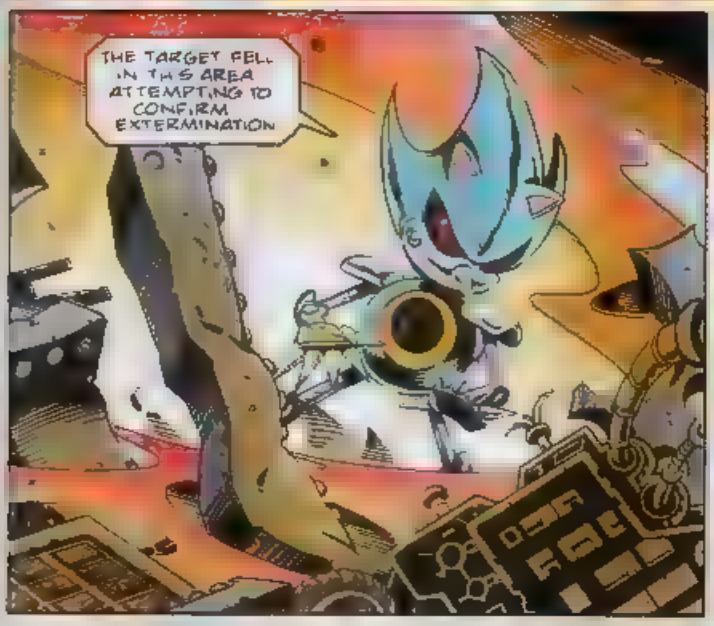
Lettering ELITTA FELL

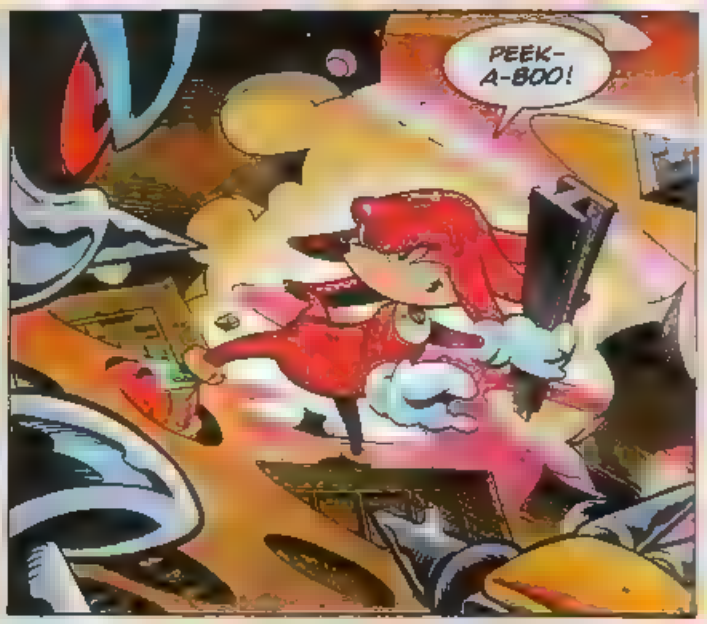


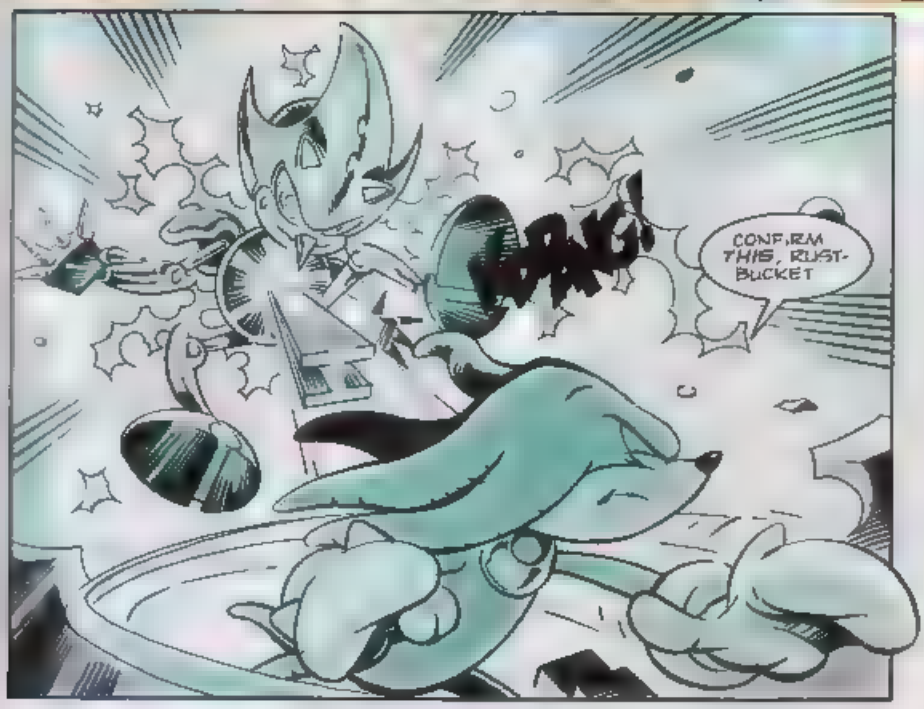




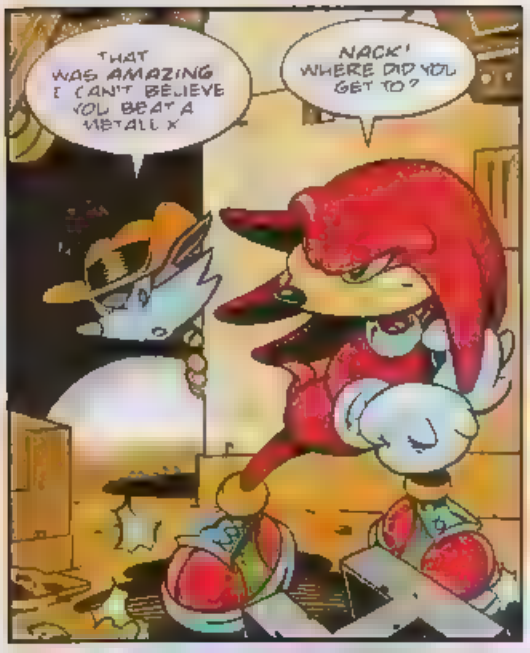

YAAAAAA!
SHA-ROOOM!


THE TARGET FELL IN THIS AREA ATTEMPTING TO CONFIRM EXTERMINATION


PEEK-A-BOO!

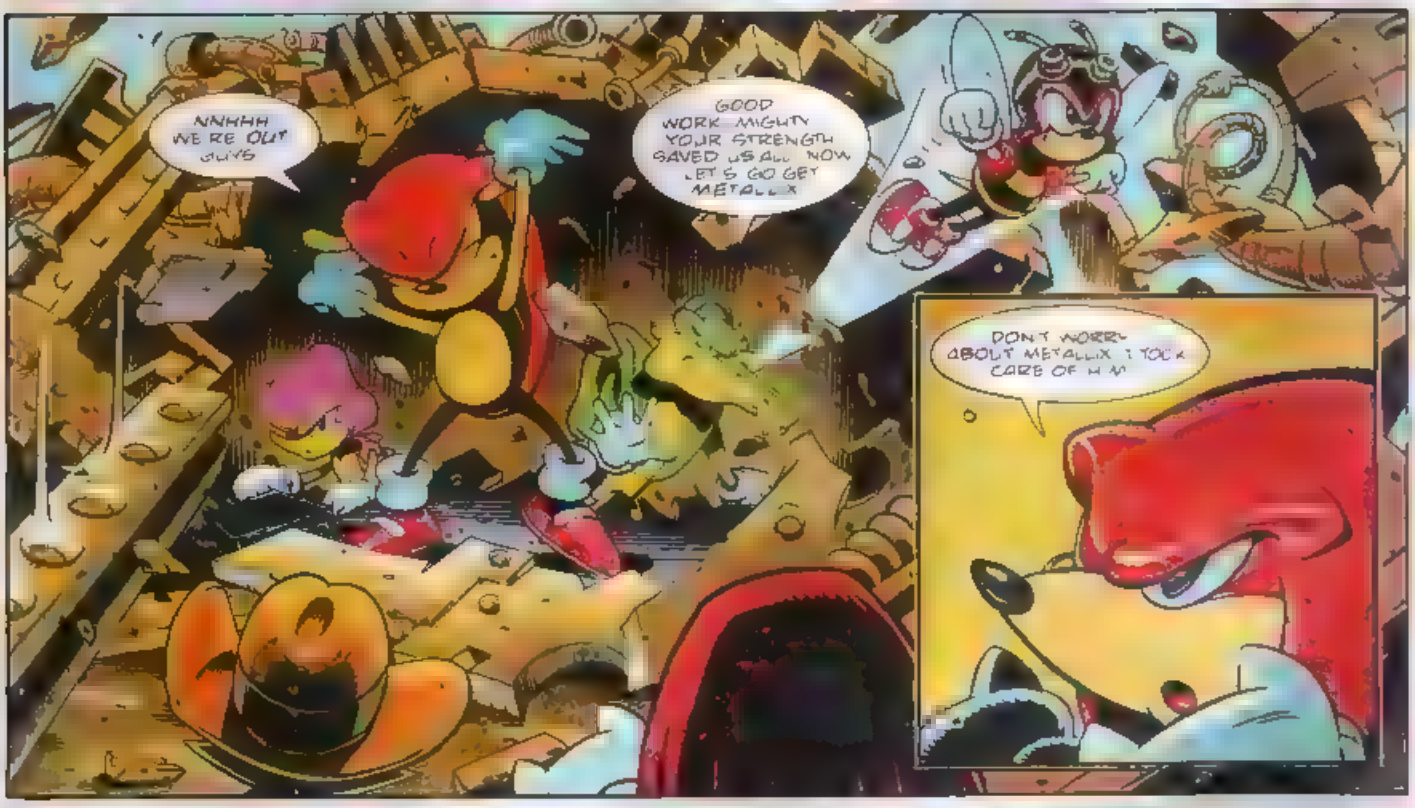

BANG!
CONFIRM THIS, RUST-BUCKET

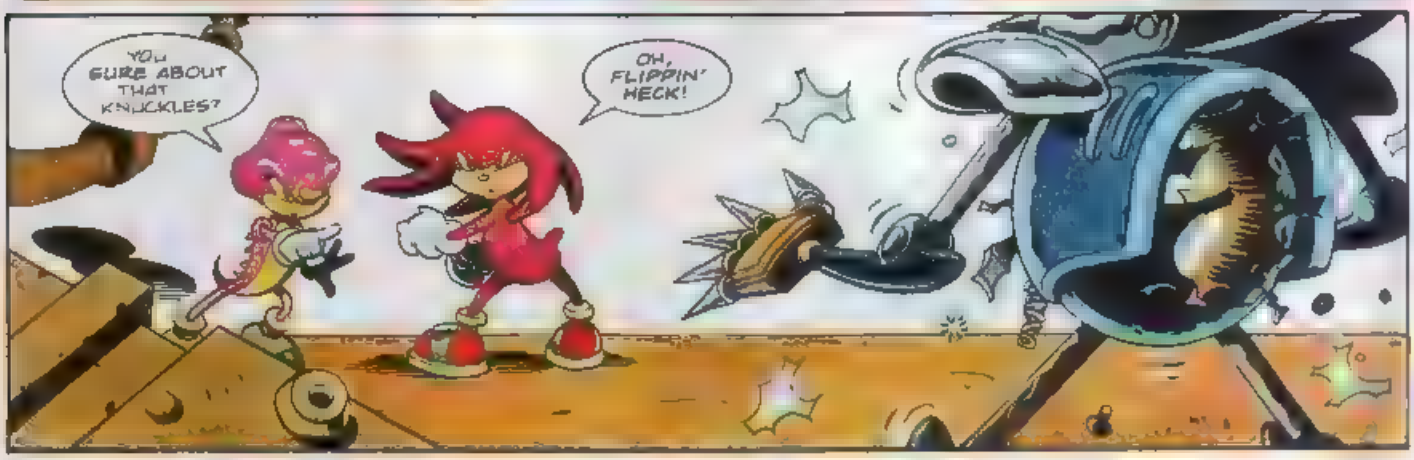
I'VE GOT TO CHECK ON CHAOTIX. THERE'S JUST A CHANCE THAT THEY MAY STILL BE ALIVE!


THAT WAS AMAZING I CAN'T BELIEVE YOU BEAT A METALLIX
NACK! WHERE DID YOU GET TO?

OH, NEVER MIND! RIGHT NOW WE'VE GOT TO SEE IF WE CAN DO ANYTHING FOR YOUR TEAMMATES

THIS IS WHERE THEY WERE STANDING WHEN METALLIX BROUGHT THE ROOF DOWN
HEY D... SEE SOMETHING MOVE?


NNHHH WE'RE OUT GUYS
GOOD WORK MIGHTY YOUR STRENGTH SAVED US ALL NOW LET'S GO GET METALLIX
DON'T WORRY ABOUT METALLIX I'LL TAKE CARE OF HIM


YOU SURE ABOUT THAT KNUCKLES?
OH, FLIPPIN' HECK!

YOUR FRIENDS ARE PERSISTING IN THEIR EFFORTS TO RESCUE YOU, OMNI-VIEWER

THEY CANNOT HOPE TO SUCCEED

THE CONVERSION PROCESS IS ALMOST COMPLETE. SOON I WILL HAVE ACCESS TO YOUR POWER

THEN NOTHING WILL BE ABLE TO STOP ME

THIS WAY. WHILE YOU WERE FIGHTING I FOUND OUT WHERE THE OMNI-VIEWER IS BEING KEPT

LET'S MOVE. THEY'RE BOUND TO SEND THE OTHER METALLIX NOW. WE'VE DAMAGED THAT ONE

IN HERE QUICKLY. WE DON'T HAVE MUCH TIME

WHAT?

NACK ARE YOU CRAZY? YOU'VE BROUGHT US INTO THE LION'S DEN

I DON'T THINK NACK'S CRAZY VECTOR... I THINK HE DID THIS ON PURPOSE!

YOU'VE BEEN A BAAAD BOY NACK!

HOW MANY OF THESE BLASTED METALLIXES ARE THERE?

HE'S BETRAYED US

HEY, DON'T WORRY GUYS I GOT A GOOD PRICE FOR SELLING YOU OUT RIGHT EMPEROR?

DO NOT BE CONCERNED WEASEL YOU WILL GET WHAT YOU DESERVE

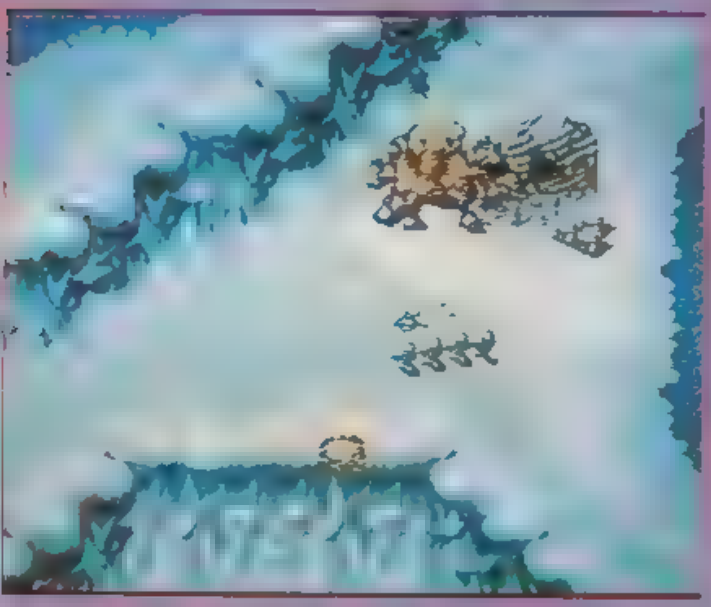
NEXT ISSUE NACK'S REWARD

Q Zone

STC's Regular game guru David Gibbon dishes up more tips and cheats to help Boomers solve those nagging games on the Sega systems

Q&A SPECIAL

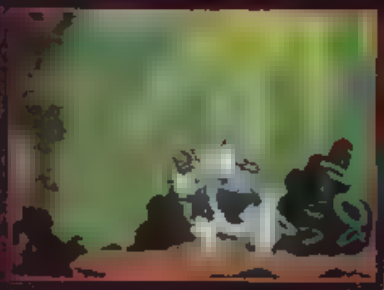
CANNON FODDER



Created by the same makers of *Sensible Soccer*, **Cannon Fodder** is the much acclaimed shoot 'em-up which has established Sensible Software as a household name. It's not an easy game and the later levels can be quite difficult to get through. However, fear not, for listed below are the passwords to the first twelve missions

1	[illegible]
2	[illegible]
3	JNHJI
4	GFLJA
5	[illegible]
6	EZMBE
7	JBLBD
8	[illegible]
9	TTEFD
10	[illegible]
11	[illegible]
12	[illegible]

[illegible]



Before you say a word, I know the Q Zone recently featured the complete solution, including a brilliant screen cheat, to this wriggly adventure game but there is one you've not seen yet, an infinite ammunition cheat. For [illegible]

[illegible]

Before Jim's ammunition gets too low, press Start to pause the game. Now, press A, B, B, B, C, A, C and D. Press Start to unpause the game and your gun will be fully loaded again!

[illegible]

Following on from our mega-complete solution to Mickey Mania (STC 54 and 55), the Q Zone has returned to help all those who have still not managed to get Mickey through his latest adventure. So if you've had trouble getting past the later levels, or indeed the first level, then help is at hand with this level select cheat.

Level Select

Go to the Option screen and select Sound Test. Next, set the Music to Continue, FX to Appear and Speech to Think. Go down and, while on the exit option, hold down left on your joypad until you hear a chime. Press exit, then start the game and the cheat will be activated.

MEGA MACHINES

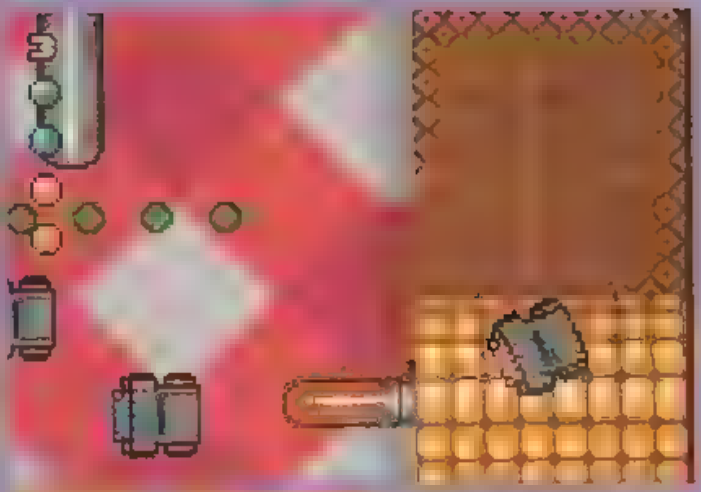
We've had many cheats for this incredible Mega Drive game, but this is the first time the Q Zone has put together some for the Master System. If you're a Mega Machines fanatic the tips below will help you zoom through the game!

1. **Win Every Race** – On the first Breakfast Table track, turn round and do a lap the wrong way round. From then on, you'll automatically win every race even if you don't come first!

2. **Track Select** – [illegible] 2, 2, Left, 2, 2 then 2.

3. **Extra Speed** – Just as you're about to win the qualifying race, reverse over the finishing line. This will increase your speed in the subsequent races.

4. **Better Grip** – [illegible]



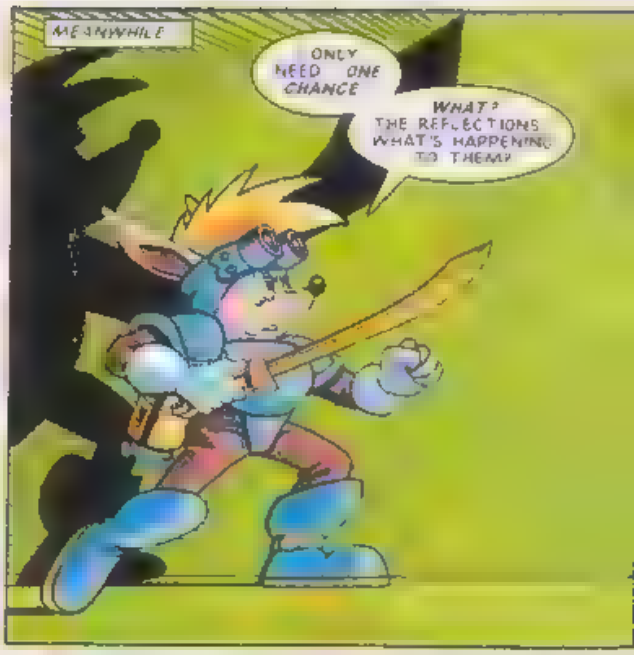
the milk on the first Breakfast Table race. You'll now have improved grip for better cornering.

SONIC CHAOS

The cool blue one's mega adventure on the Game Gear appeared to compensate sole hand-held users who didn't get to play *Sonic & Knuckles* (MD) Likewise, sole 16-bit owners didn't get to play Sonic Chaos and boy, did they miss out on a brill Sonic game2 ! They're also going to miss out on this mega cheat that allows Sonic to launch fireballs. A very heathly activity for a super-fast hedgegog, I must say!

When you see the message 'Press Start button', press Down, Down, Up, Up, Left, Right, Left, Right, 1, 2 and Start. You should now see a Sound Test option. Select this and press Down, Down/Right, Right and finally press button 1. Start the game as normal, and Bob's your uncle!

THE EAST TOWER OF CASTLE ZEBULAN
SPARKSTER HAS FOUND THE SOURCE OF THE ENCHANTMENT WHICH HOLDS ALL THE PEOPLE OF ELHORN IN KING GEDOL'S POWER
SPARKSTER
Script: NIGEL KITCHING Art: KEITH PARK Lettering: STEVE POTTER
LAST OF THE ROCKET KNIGHTS! Part 5
AGGGH! EVEN MY ARMOUR CANNOT PROTECT ME FROM THE GEMSTONE'S EVIL EFFECT!
MEANWHILE, IN THE CATHEDRAL OF ZEBULOS, KING GEDOL'S WEDDING TO PRINCESS SHELLY CONTINUES
BUT MOTHER YOU PROMISED
WELL I'VE CHANGED MY MIND, I DON'T WANT HER TO HAVE IT! SHE'S TOO SKINNY NOT A BIT OF MEAT ON HER
BUT OH WHAT'S THE USE?
WHA-?
EXCUSE ME ARCHBISHOP BUT I NEED A RING
THIS ONE WILL HAVE TO DO



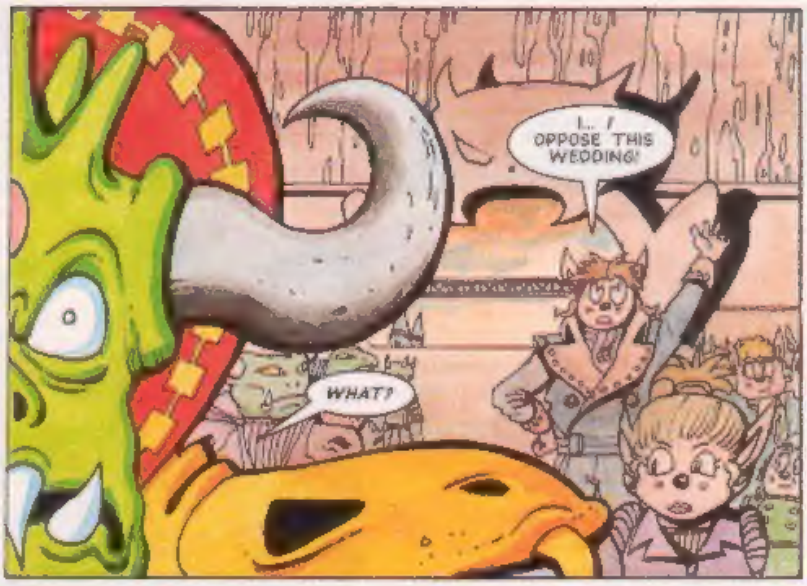
WE'RE YOUR MOST DEADLY FOES SPARKSTER

WE ALWAYS WERE YOU

YOUR DARK DE

GIVE UP SPARKSTER
NEVER
ME ME
YOUR WORST NIGHTMARE ROCK KNIGHT

YOU CAN'T HOPE TO DEFEAT US SPARKSTER!
YES, I... I'M BEGINNING TO THINK YOU'RE RIGHT!
BECAUSE I DON'T THINK YOU CREEPS ARE THERE AT ALL! I THINK YOU ONLY EXIST IN MY MIND!
AND I KNOW JUST...
...WHAT PUT YOU...
...THERE!
THIS IS IT GEDOL! YOUR SPELL OVER THE PEOPLE OF ELHORN IS BROKEN!
SKREEEEEETCH!



NEXT ISSUE: THE HOSTAGE!

SPEEDLINES

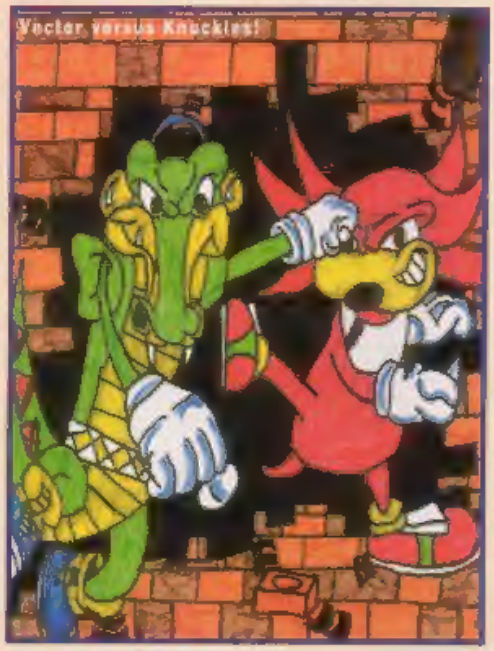
Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters (or drawings) to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Include your name, address and Sega system you use (MD, MCD, MS or GG) clearly on the back of your work. Megadroid regrets that drawings cannot be returned or correspondence entered into.

Sparkster reads some fan mail!

↑ Helen Dickson, Cambridge.
Sonic Stationery Winner.



↑ Mark Walker, Mansfield, Nottinghamshire.
GG & MD owner.
Sonic Stationery Winner.

Radioheads!

Dear STC,

My friend and I are budding DJ's and have set up a radio station in my bedroom called Sonic & Tails FM. We play theme tunes to Sonic games as well as giving a run down o the video game charts.

Andrew Goy, Retford, Notts.
MCD owner.
Sonic Stationery Winner.

Sonic-tastic, mate!

Docters Orders!

Dear Megadroid,

Your comic is suffering from a serious illness called CLOSATS; 'Chronic Lack Of Sonic And Tails Stories'. The perfect remedy would be if STC concentrated less on a certain feisty red-head, and increased the dose, particularly, of Tails.

Doctor E. Hands, Everton,
Nr Sandy, Beds.
Sonic Stationery Winner.

Does this mean you're not interested in the forth-coming Knuckles and Tails series, Doc? Stay tuned!

Haven't a Q

Dear STC,

Your Q Zone Specials are okay for those STC readers who have the video games, but are totally useless for those who haven't!

Kyle Senior, Skegness, Lincs.
MD/MS owner.
Sonic Stationery Winner.

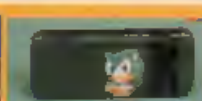
Point taken, Kyle. So are you suggesting that we send David Gibbon to the home for retired Game Gurus?

Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, ask for **Helen Waller** on **0171 344 6400.**

Win a Prize!

It's true! Every letter and drawing printed on this page wins a prize! One of these **Highgrove Stationery** sets comprising of a Segasational **Sonic Organiser and Tin** (with three pencils) can be yours! Boomers will find this an essential accessory to organising those important events in life.

The **Highgrove Stationery** set is just part of a range of megalicious **Sonic** products available from most retail stationers.



IT'S THE NEW LOOK ...

- SONIC!
- KNUCKLES!
- SPARKSTER!
- KID CHAMELEON!

PLUS
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STC E-MAIL!
MEGADROID 2!

STC 58

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London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 57 OF STC?

☐ %